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☐	L17	(dual or double) same pass same tessellat$5	0
☐	L16	L15 and group$3	8
☐	L15	vertex same shader and tessellat$5 and (index or indices) and primitive$1	13
☐	L14	vertex and shader and tessellat$5 and primitive$1 and (index or indices) and barycentric	9
☐	L13	vertex same shader and tessellat$5 and primitive$1 and (index or indices) and barycentric	0
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☐	L11	vertex same shader and tessellat$5 same primitive$1 same (index or indices) same list and barycentric	0
☐	L10	multiple same pass$2 and tessellat$4 and (index or indices) and group$3 and primitive$1 and barycentric	9
☐	L9	multiple same pass$2 and tessellat$4 same (index or indices) and group$3 and primitive and barycentric same coordinate$1	0
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☐	L7	vertex same shader and (index or indices) and list and group$3 and tessellat$5	8
☐	L6	vertex same shader same index same list and group$3 and tessellat$5	0
☐	L5	vertex same shader and tessellat$4 same group$3 and (index or indices) and pass	1
		DB=PGPB,USPT,USOC,EPAB,JPAB,DWPI,TDBD; PLUR=YES; OP=OR	
☐	L4	tessellat$5 same pass$2 and shader and primitive$1 same (index or indices) same list and (vertex or vertices) and barycentric and group$3 and stag$3 and fetch$3	1
☐	L3	L2 and factor and auto-index same value$1	1
☐	L2	L1 and tessellat$5 same pass$2 and (shader or shade or shading) andprimitive$1 same (index or indices) same list and (vertex or vertices) and barycentric	16
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1 Geometry on GPUs: GPU-based trimming and tessellation of NURBS and T-Spline surfaces

Michael Guthe, Aákos Balázs, Reinhard Klein

July 2005 **ACM Transactions on Graphics (TOG)**, Volume 24 Issue 3

Publisher: ACM Press

Full text available: pdf(489.00 KB) Additional Information: full citation, abstract, references, index terms

As there is no hardware support neither for rendering trimmed NURBS -- the standard surface representation in CAD -- nor for T-Spline surfaces the usability of existing rendering APIs like OpenGL, where a run-time tessellation is performed on the CPU, is limited to simple scenes. Due to the irregular mesh data structures required for trimming no algorithms exists that exploit the GPU for tessellation. Therefore, recent approaches perform a pretessellation and use level-of-detail techniques. In c ...

Keywords: GPU-based algorithms, NURBS and T-Spline surfaces, trimming

2 Hardware accelerated per-pixel displacement mapping

Johannes Hirche, Alexander Ehlert, Stefan Guthe, Michael Doggett

May 2004 **Proceedings of the 2004 conference on Graphics interface GI '04**

Publisher: Canadian Human-Computer Communications Society

Full text available: pdf(308.64 KB) Additional Information: full citation, abstract, references, citings

In this paper we present an algorithm capable of rendering a displacement mapped triangle mesh interactively on latest GPUs. The algorithm uses only pixel shaders and does not rely on adaptively adding geometry. All sampling of the displacement map takes place in the pixel shader and bi- or trilinear ltering can be applied to it, and at the same time as the calculations are done per pixel in the shader, the algorithm has automatic level of detail control. The triangles of the base mesh are extru ...

3 Watertight tessellation using forward differencing

Henry Moreton

August 2001 **Proceedings of the ACM SIGGRAPH/EUROGRAPHICS workshop on Graphics hardware**

Publisher: ACM Press

Full text available: pdf(28.78 MB) Additional Information: full citation, abstract, references, index terms

In this paper we describe an algorithm and hardware for the tessellation of polynomial

surfaces. While conventional forward difference-based tessellation is subject to round off error and cracking, our algorithm produces a bit-for-bit consistent triangle mesh across multiple independently tessellated patches. We present tessellation patterns that exploit the efficiency of iterative evaluation techniques while delivering a defect free adaptive tessellation with continuous level-of-detail. We a ...

Keywords: CAD, curves & surfaces, geometric modeling, graphics hardware, hardware systems, rendering hardware

4 Ray tracing vs. scan conversion: Comparing Reyes and OpenGL on a stream architecture

John D. Owens, Brucek Khailany, Brian Towles, William J. Dally

September 2002 **Proceedings of the ACM SIGGRAPH/EUROGRAPHICS conference on Graphics hardware**

Publisher: Eurographics Association

Full text available: pdf(136.72 KB) Additional Information: full citation, abstract, references, citings, index terms

The OpenGL and Reyes rendering pipelines each render complex scenes from similar scene descriptions but differ in their internal pipeline organizations. While the OpenGL organization has dominated hardware architectures over the past twenty years, a Reyes organization differs in several important ways from OpenGL, including a shader coordinate system that supports coherent texture accesses, a single shader in the vertex stage, and tessellation and sampling instead of triangle rasterization.Hardw ...

5 Projectors: advanced graphics and vision techniques

Ramesh Raskar

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available: pdf(6.53 MB) Additional Information: full citation

6 Real-time shading

Marc Olano, Kurt Akeley, John C. Hart, Wolfgang Heidrich, Michael McCool, Jason L. Mitchell, Randi Rost

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available: pdf(7.39 MB) Additional Information: full citation, abstract

Real-time procedural shading was once seen as a distant dream. When the first version of this course was offered four years ago, real-time shading was possible, but only with one-of-a-kind hardware or by combining the effects of tens to hundreds of rendering passes. Today, almost every new computer comes with graphics hardware capable of interactively executing shaders of thousands to tens of thousands of instructions. This course has been redesigned to address today's real-time shading capabili ...

7 Architectures and compression: A reconfigurable architecture for load-balanced rendering

Jiawen Chen, Michael I. Gordon, William Thies, Matthias Zwicker, Kari Pulli, Frédo Durand

July 2005 **Proceedings of the ACM SIGGRAPH/EUROGRAPHICS conference on Graphics hardware HWWS '05**

Publisher: ACM Press

Full text available: Additional Information:

pdf(510.87 KB) full citation, abstract, references, index terms

Commodity graphics hardware has become increasingly programmable over the last few years but has been limited to fixed resource allocation. These architectures handle some workloads well, others poorly; load-balancing to maximize graphics hardware performance has become a critical issue. In this paper, we explore one solution to this problem using compile-time resource allocation. For our experiments, we implement a graphics pipeline on Raw, a tile-based multicore processor. We express both the ...

8 Compilation and algorithms: Generic mesh refinement on GPU

Tamy Boubekeur, Christophe Schlick

July 2005 **Proceedings of the ACM SIGGRAPH/EUROGRAPHICS conference on Graphics hardware HWWS '05**

Publisher: ACM Press

Full text available: pdf(421.35 KB) Additional Information: full citation, abstract, references, index terms

Many recent publications have shown that a large variety of computation involved in computer graphics can be moved from the CPU to the GPU, by a clever use of vertex or fragment shaders. Nonetheless there is still one kind of algorithms that is hard to translate from CPU to GPU: mesh refinement techniques. The main reason for this, is that vertex shaders available on current graphics hardware do not allow the generation of additional vertices on a mesh stored in graphics hardware. In this paper, ...

9 Real-time volume graphics

Klaus Engel, Markus Hadwiger, Joe M. Kniss, Aaron E. Lefohn, Christof Rezk Salama, Daniel Weiskopf

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available: pdf(7.63 MB) Additional Information: full citation, abstract

The tremendous evolution of programmable graphics hardware has made high-quality real-time volume graphics a reality. In addition to the traditional application of rendering volume data in scientific visualization, the interest in applying these techniques for real-time rendering of atmospheric phenomena and participating media such as fire, smoke, and clouds is growing rapidly. This course covers both applications in scientific visualization, e.g., medical volume data, and real-time rendering, ...

10 Hardware support for non-photorealistic rendering

Ramesh Raskar

August 2001 **Proceedings of the ACM SIGGRAPH/EUROGRAPHICS workshop on Graphics hardware**

Publisher: ACM Press

Full text available: pdf(678.55 KB) Additional Information: full citation, abstract, references, citings, index terms

Special features such as ridges, valleys and silhouettes, of a polygonal scene are usually displayed by explicitly identifying and then rendering `edges' for the corresponding geometry. The candidate edges are identified using the connectivity information, which requires preprocessing of the data. We present a non-obvious but surprisingly simple to implement technique to render such features without connectivity information or preprocessing. At the hardware level, based only on the vertices o ...

11 Invited talks: The GPU as a high performance computational resource

Tor Dokken, Trond R. Hagen, Jon M. Hjelmervik

May 2005 **Proceedings of the 21st spring conference on Computer graphics SCCG '05**

Publisher: ACM Press

Full text available: pdf(303.64 KB) Additional Information: full citation, abstract, references, index terms

With the introduction in 2003 of standard GPUs with 32 bit floating point numbers and programmable Vertex and Fragment processors, the processing power of the GPU was made available to non-graphics applications. As the GPU is aimed at computer graphics, the concepts in GPU-programming are based on computer graphics terminology, and the strategies for programming have to be based on the architecture of the graphics pipeline. At SINTEF in Norway a 4-year strategic institute project (2004-2007) ...

Keywords: *GPU, geometry, linear algebra, partial differential equations*

12 Interactive multi-pass programmable shading

Mark S. Peercy, Marc Olano, John Airey, P. Jeffrey Ungar

July 2000 **Proceedings of the 27th annual conference on Computer graphics and interactive techniques**

Publisher: ACM Press/Addison-Wesley Publishing Co.

Full text available: pdf(5.99 MB) Additional Information: full citation, abstract, references, citings, index terms

Programmable shading is a common technique for production animation, but interactive programmable shading is not yet widely available. We support interactive programmable shading on virtually any 3D graphics hardware using a scene graph library on top of OpenGL. We treat the OpenGL architecture as a general SIMD computer, and translate the high-level shading description into OpenGL rendering passes. While our system uses OpenGL, the techniques described are applicable to any retained mode i ...

Keywords: OpenGL, graphics hardware, graphics systems, illumination, interactive rendering, languages, multi-pass rendering, non-realistic rendering, procedural shading, programmable shading, rendering, texture mapping, texture synthesis

13 Skin in the "Dawn" demo

Curtis Beeson, Kevin Bjorke

May 2004 **ACM SIGGRAPH Computer Graphics**, Volume 38 Issue 2

Publisher: ACM Press

Full text available: pdf(559.83 KB) Additional Information: full citation, references

14 Geometry on GPUs: Resolution independent curve rendering using programmable graphics hardware

Charles Loop, Jim Blinn

July 2005 **ACM Transactions on Graphics (TOG)**, Volume 24 Issue 3

Publisher: ACM Press

Full text available: pdf(440.87 KB) Additional Information: full citation, abstract, references, index terms

We present a method for resolution independent rendering of paths and bounded regions, defined by quadratic and cubic spline curves, that leverages the parallelism of programmable graphics hardware to achieve high performance. A simple implicit equation for a parametric curve is found in a space that can be thought of as an analog to texture space. The image of a curve's Bézier control points are found in this space and assigned to the control points as texture coordinates. When the trian ...

Keywords: curve rendering, graphics hardware algorithms, resolution independence, vector representations

15 iLamps: geometrically aware and self-configuring projectors

Ramesh Raskar, Jeroen van Baar, Paul Beardsley, Thomas Willwacher, Srinivas Rao, Clifton Forlines

July 2003 **ACM Transactions on Graphics (TOG)**, Volume 22 Issue 3

Publisher: ACM Press

Full text available: pdf(18.68 MB) Additional Information: full citation, abstract, references, citings, index terms

Projectors are currently undergoing a transformation as they evolve from static output devices to portable, environment-aware, communicating systems. An enhanced projector can determine and respond to the geometry of the display surface, and can be used in an ad-hoc cluster to create a self-configuring display. Information display is such a prevailing part of everyday life that new and more flexible ways to present data are likely to have significant impact. This paper examines geometrical issue ...

Keywords: ad-hoc clusters, augmented reality, calibration, projector, quadric transfer, seamless display

16 Scenes & shadows: Reflective shadow maps

Carsten Dachsbacher, Marc Stamminger

April 2005 **Proceedings of the 2005 symposium on Interactive 3D graphics and games**

Publisher: ACM Press

Full text available: pdf(348.95 KB) Additional Information: full citation, abstract, references, index terms

In this paper we present "reflective shadow maps", an algorithm for interactive rendering of plausible indirect illumination. A reflective shadow map is an extension to a standard shadow map, where every pixel is considered as an indirect light source. The illumination due to these indirect lights is evaluated on-the-fly using adaptive sampling in a fragment shader. By using screen-space interpolation of the indirect lighting, we achieve interactive rates, even for complex scenes. Since we mainl ...

Keywords: hardware-assisted rendering, indirect illumination

17 Light fields: Real-time reflection mapping with parallax

Jingyi Yu, Jason Yang, Leonard McMillan

April 2005 **Proceedings of the 2005 symposium on Interactive 3D graphics and games**

Publisher: ACM Press

Full text available: pdf(831.56 KB) Additional Information: full citation, abstract, references, index terms

We present a novel algorithm to efficiently render accurate reflections on programmable graphics hardware. Our algorithm overcomes problems that commonly occur in environment mapping such as the lack of motion parallax and inaccuracies when objects are close to the reflectors. In place of a 2D environment map, which only represents points infinitely far away from the reflector, we use six 4D light field slabs to represent the surrounding scene. Each reflected ray is rendered by indexing into the ...

Keywords: light fields, pixel shader, reflections

18 Delay streams for graphics hardware

Timo Aila, Ville Miettinen, Petri Nordlund

July 2003 **ACM Transactions on Graphics (TOG)**, Volume 22 Issue 3

Publisher: ACM Press
Full text available: pdf(1.67 MB) Additional Information: full citation, abstract, references, index terms

In causal processes decisions do not depend on future data. Many well-known problems, such as occlusion culling, order-independent transparency and edge antialiasing cannot be properly solved using the traditional causal rendering architectures, because future data may change the interpretation of current events.We propose adding a *delay stream* between the vertex and pixel processing units. While a triangle resides in the delay stream, subsequent triangles generate occlusion information. ...

Keywords: 3D graphics hardware, antialiasing, occlusion culling, order-independent transparency, stream processing

19 Real-time rendering: Hardware-determined feature edges
Morgan McGuire, John F. Hughes
June 2004 **Proceedings of the 3rd international symposium on Non-photorealistic animation and rendering**
Publisher: ACM Press
Full text available: pdf(543.94 KB) Additional Information: full citation, abstract, references

Algorithms that detect silhouettes, creases, and other edge based features often perform per-edge and per-face mesh computations using global adjacency information. These are unsuitable for hardware-pipeline implementation, where programmability is at the vertex and pixel level and only local information is available. Card and Mitchell and Gooch have suggested that adjacency information could be packed into a vertex data structure; we describe the details of converting global/per-edge computatio ...

Keywords: GPU, NPR, contour, shadow volume, silhouette

20 Large meshes and GPU programming: Geometry clipmaps: terrain rendering using nested regular grids
Frank Losasso, Hugues Hoppe
August 2004 **ACM Transactions on Graphics (TOG)**, Volume 23 Issue 3
Publisher: ACM Press
Full text available: pdf(964.46 KB) mov(24:47 MIN) Additional Information: full citation, abstract, references

Rendering throughput has reached a level that enables a novel approach to level-of-detail (LOD) control in terrain rendering. We introduce the geometry clipmap, which caches the terrain in a set of nested regular grids centered about the viewer. The grids are stored as vertex buffers in fast video memory, and are incrementally refilled as the viewpoint moves. This simple framework provides visual continuity, uniform frame rate, complexity throttling, and graceful degradation. Moreover it allows ...

Keywords: level-of-detail control, terrain compression and synthesis

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Inventor Name Search Result

Your Search was:

Last Name = GOEL
First Name = VINEET

Application#	Patent#	Status	Date Filed	Title	Inventor Name
08810256	5999188	150	03/03/1997	SYSTEM AND METHOD FOR PARAMETRIC SURFACE REPRESENTATION FROM POLYGONAL DESCRIPTIONS OF ARBITRARY OBJECTS	GOEL, VINEET
08835501	5995109	150	04/08/1997	METHOD FOR RENDERING HIGH ORDER RATIONAL SURFACE PATCHES	GOEL, VINEET
08921916	6057848	150	08/27/1997	SYSTEM FOR RENDERING HIGH ORDER RATIONAL SURFACE PATCHES	GOEL, VINEET
08921917	6100894	150	08/27/1997	PATCH-DIVISION UNIT FOR HIGH-ORDER SURFACE PATCH RENDERING SYSTEMS	GOEL, VINEET
08921918	6211883	150	08/27/1997	A PATCH-FLATNESS TEST UNIT FOR HIGH ORDER RATIONAL SURFACE PATCH RENDERING SYSTEMS	GOEL, VINEET
09585217	Not Issued	61	06/01/2000	METHOD AND APPARATUS FOR TESSELLATION LIGHTING	GOEL, VINEET
09852808	6940503	150	05/10/2001	METHOD AND APPARATUS FOR PROCESSING NON-PLANAR VIDEO GRAPHICS PRIMITIVES	GOEL, VINEET
09853840	6664960	150	05/10/2001	APPARATUS FOR PROCESSING NON-PLANAR VIDEO GRAPHICS PRIMITIVES AND ASSOCIATED METHOD OF OPERATION	GOEL, VINEET
09978973	6518974	150	10/16/2001	PIXEL ENGINE	GOEL, VINEET

10287143	Not Issued	71	11/04/2002	Method and apparatus for triangle tessellation	GOEL, VINEET
10304292	Not Issued	41	11/26/2002	Pixel engine	GOEL, VINEET
10328962	Not Issued	161	12/24/2002	Pixel engine	GOEL, VINEET
10790952	Not Issued	30	03/02/2004	Method and apparatus for dual pass adaptive tessellation	GOEL, VINEET
11161669	Not Issued	20	08/11/2005	UNIFIED TESSELLATION CIRCUIT AND METHOD THEREFOR	GOEL, VINEET
60600940	Not Issued	159	08/11/2004	Unified tessellation circuit and method therefor	GOEL, VINEET

Inventor Search Completed: No Records to Display.

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Inventor Name Search Result

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Last Name = MOREIN
First Name = STEPHEN

Application#	Patent#	Status	Date Filed	Title	Inventor Name
09457648	6720964	150	12/09/1999	METHOD AND APPARATUS FOR PROCESSING PORTIONS OF PRIMITIVES THAT ARE BEING RENDERED	MOREIN, STEPHEN
11231078	Not Issued	20	09/19/2005	Asymmetrical IO method and system	MOREIN, STEPHEN
11231193	Not Issued	20	09/19/2005	Communicating client phase information in an IO system	MOREIN, STEPHEN
60733280	Not Issued	20	11/02/2005	Error detection in high-speed asymmetric interfaces	MOREIN, STEPHEN
60735731	Not Issued	20	11/10/2005	Error detection in high-speed asymmetric interfaces	MOREIN, STEPHEN
09563483	7012613	150	05/02/2000	METHOD AND APPARATUS FOR FRAGMENT SCRIPTOR FOR USE IN OVER-SAMPLING ANTI-ALIASING	MOREIN, STEPHEN L
09306877	6731296	150	05/07/1999	METHOD AND SYSTEM FOR PROVIDING PROGRAMMABLE TEXTURE PROCESSING	MOREIN, STEPHEN L.
09459809	6452602	150	12/13/1999	METHOD AND APPARATUS FOR STORING COMPRESSED DATA	MOREIN, STEPHEN L.
09527752	6483505	150	03/17/2000	METHOD AND APPARATUD FOR MULTIPASS PIXEL PROCESSING	MOREIN, STEPHEN L.
09527753	6353874	150	03/17/2000	Method and apparatus for controlling and caching memory read operations in a processing system	MOREIN, STEPHEN L.
09527754	6744432	150	03/17/2000	METHOD AND APPARATUS FOR DETERMINING A REPRESENTATIVE Z VALUES	MOREIN, STEPHEN L.

				IN A VIDEO GRAPHICS SYSTEM	
09537993	6748490	150	03/29/2000	METHOD AND APPARATUS FOR MAINTAINING DATA COHERENCY IN A SHARED MEMORY SYSTEM	MOREIN, STEPHEN L.
09619129	6614449	150	07/18/2000	METHOD AND APPARATUS FOR VIDEO GRAPHICS ANTIALIASING USING A SINGLE SAMPLE FRAME BUFFER AND ASSOCIATED SAMPLE MEMORY	MOREIN, STEPHEN L.
09619203	6670955	150	07/19/2000	METHOD AND SYSTEM FOR SORT INDEPENDENT ALPHA BLENDING OF GRAPHIC FRAGMENTS	MOREIN, STEPHEN L.
09630782	6636223	150	08/02/2000	GRAPHICS PROCESSING SYSTEM WITH LOGIC ENHANCED MEMORY AND METHOD THEREFORE	MOREIN, STEPHEN L.
09630783	6636221	150	08/02/2000	GRAPHICS PROCESSING SYSTEM WITH ENHANCED BUS BANDWIDTH UTILIZATION AND METHOD THEREFORE	MOREIN, STEPHEN L.
09630784	6900812	150	08/02/2000	LOGIC ENHANCED MEMORY AND METHOD THEREFORE	MOREIN, STEPHEN L.
09630816	6873323	150	08/02/2000	VIDEO GRAPHICS SYSTEM THAT INCLUDES CUSTOM MEMORY AND SUPPORTS ANTI-ALIASING AND METHOD THEREFOR	MOREIN, STEPHEN L.
09630914	6532515	150	08/02/2000	METHOD AND APPARATUS FOR PERFORMING SELECTIVE DATA READS FROM A MEMORY	MOREIN, STEPHEN L.
09789074	6903739	150	02/20/2001	GRAPHIC DISPLAY SYSTEM HAVING A FRAME BUFFER WITH FIRST AND SECOND MEMORY PORTIONS	MOREIN, STEPHEN L.
09934697	6762758	150	08/23/2001	SYSTEM, METHOD, AND APPARATUS FOR COMPRESSION OF VIDEO DATA USING OFFSET VALUES	MOREIN, STEPHEN L.
10076350	6999076	150	02/19/2002	SYSTEM, METHOD, AND	MOREIN,

				APPARATUS FOR EARLY CULLING	STEPHEN L.
10193812	6762756	150	07/11/2002	GRAPHICS PROCESSOR, SYSTEM AND METHOD FOR GENERATING SCREEN PIXELS IN RASTER ORDER UTILIZING A SINGLE INTERPOLATOR	MOREIN, STEPHEN L.
10236089	Not Issued	41	09/06/2002	Pixel delta interpolation method and apparatus	MOREIN, STEPHEN L.
10236127	Not Issued	61	09/06/2002	Pseudo random number generator and method	MOREIN, STEPHEN L.
10236323	Not Issued	41	09/06/2002	Gradient noise engine with shared memory	MOREIN, STEPHEN L.
10279902	Not Issued	93	10/25/2002	SYSTEM, METHOD, AND APPARATUS FOR MULTI-LEVEL HIERARCHICAL Z BUFFERING	MOREIN, STEPHEN L.
10673761	Not Issued	71	09/29/2003	Multi-thread graphic processing system	MOREIN, STEPHEN L.
10763782	6975325	150	01/23/2004	METHOD AND APPARATUS FOR GRAPHICS PROCESSING USING STATE AND SHADER MANAGEMENT	MOREIN, STEPHEN L.
10790904	Not Issued	30	03/02/2004	Method and apparatus for object based visibility culling	MOREIN, STEPHEN L.
10790952	Not Issued	30	03/02/2004	Method and apparatus for dual pass adaptive tessellation	MOREIN, STEPHEN L.
10790953	Not Issued	30	03/02/2004	Method and apparatus for hierarchical Z buffering and stenciling	MOREIN, STEPHEN L.
10791519	Not Issued	30	03/02/2004	Processing real-time command information	MOREIN, STEPHEN L.
10808179	Not Issued	161	03/24/2004	Method and system for providing programmable texture processing	MOREIN, STEPHEN L.
10820580	Not Issued	41	04/08/2004	Two level cache memory architecture	MOREIN, STEPHEN L.
10861019	Not Issued	161	06/03/2004	Graphics processor, system and method for generating screen pixels in raster order utilizing a single interpolator	MOREIN, STEPHEN L.
10906852	Not Issued	20	03/09/2005	SYSTEM AND METHOD FOR DETERMINING ILLUMINATION OF A PIXEL BY SHADOW PLANES	MOREIN, STEPHEN L.

10914949	Not Issued	30	08/10/2004	Method and apparatus for generating hierarchical depth culling characteristics	MOREIN, STEPHEN L.
10917268	Not Issued	30	08/11/2004	Method and apparatus for generating compressed stencil test information	MOREIN, STEPHEN L.
11161369	Not Issued	20	08/01/2005	METHOD AND APPARATUS FOR DATA TRANSFER	MOREIN, STEPHEN L.
11245483	Not Issued	19	10/05/2005	Method and apparatus for graphics processing using state and shader management	MOREIN, STEPHEN L.
08624260	5963210	150	03/29/1996	GRAPHICS PROCESSOR, SYSTEM AND METHOD FOR GENERATING SCREEN PIXELS IN RASTER ORDER UTILIZING A SINGLE INTERPOLATOR	MOREIN, STEPHEN L.
08624261	5926181	150	03/29/1996	METHOD AND APPARATUS FOR IDENTIFYING AND ELIMINATING THREE-DIMENSIONAL OBJECTS VISUALLY OBSTRUCTED FROM A PLANAR SURFACE	MOREIN, STEPHEN L.
09140930	6492987	150	08/27/1998	METHOD AND APPARATUS FOR PROCESSING OBJECT ELEMENTS THAT ARE BEING RENDERED	MOREIN, STEPHEN L.
09141218	6421764	150	08/27/1998	METHOD AND APPARATUS FOR EFFICIENT CLEARING OF MEMORY	MOREIN, STEPHEN L.
09141797	6188394	150	08/28/1998	METHOD AND APPARATUS FOR VIDEO GRAPHICS ANTIALIASING	MOREIN, STEPHEN L.
09141815	6188412	150	08/28/1998	METHOD AND APPARATUS FOR PERFORMING SETUP OPERATIONS IN A VIDEO GRAPHICS SYSTEM	MOREIN, STEPHEN L.
09316438	6429876	150	05/21/1999	METHOD AND APPARATUS FOR VIDEO GRAPHICS ANTIALIASING WITH MEMORY OVERFLOW OPTIMIZATION	MOREIN, STEPHEN L.
09329715	6456284	150	06/10/1999	GRAPHICS PROCESSOR, SYSTEM AND METHOD FOR GENERATING SCREEN PIXELS IN RASTER ORDER	MOREIN, STEPHEN L.

				UTILIZING A SINGLE INTERPOLATOR	
09339732	6445392	150	06/24/1999	METHOD AND APPARATUS FOR SIMPLIFIED ANTI-ALIASING IN A VIDEO GRAPHICS SYSTEM	MOREIN, STEPHEN L.

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Last Name = HARTOG
First Name = R.

Application#	Patent#	Status	Date Filed	Title	Inventor Name
60080270	Not Issued	159	04/01/1998	LINEAR SURFACE MEMORY TO SPATIAL TILING ALGORITHM/MECHANISM	HARTOG, R. S.
10790952	Not Issued	30	03/02/2004	Method and apparatus for dual pass adaptive tessellation	HARTOG, R. SCOTT
09018773	6067090	150	02/04/1998	DATA SKEW MANAGEMENT OF MULTIPLE 3-D GRAPHIC OPERAND REQUESTS	HARTOG, R. SCOTT
09053589	6072505	150	04/01/1998	METHOD AND APPARATUS TO EFFICIENTLY INTERPOLATE POLYGON ATTRIBUTES IN TWO DIMENSIONS AT A PRESCRIBED CLOCK RATE	HARTOG, R. SCOTT

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